MINI

ADVENTURE COMICS

35p

MISSISSIPPI SMITH & the AZTEC EMPIRE

ISSUE 4

Mini Adventure Comics should not be read like normal comics. First read the introduction below and follow the directions given. Each numbered panel gives you a choice of what to do next. Make your choice and go to that panel, WITHOUT READING ANY OTHERS.

You are Mississippi Smith, the famous archaeologist and explorer. You have been sent by the head of the National Museum to find the fabulous treasure that legend says is hidden in a lost Aztec temple.

Mictli, your guide, has led you deep into the tropical jungles of Central America. Finally you come to a large clearing, and there before you you see the lost temple.

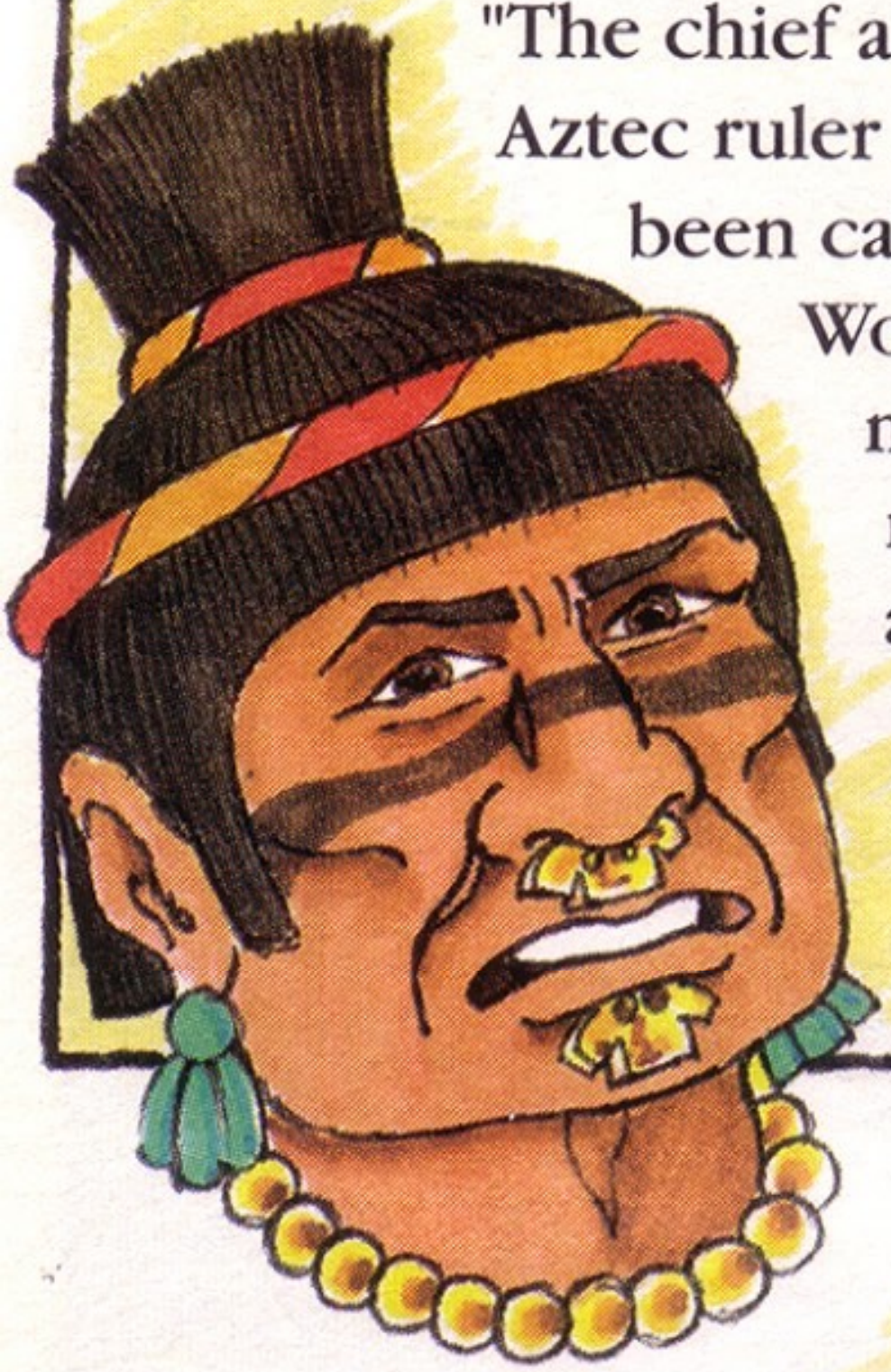
Mictli says the temple is an evil place full of ghosts, and will go no further. Before you set off alone to explore the temple, he gives you a small jade statuette to bring you luck. Shouldering your heavy pack you step from the cover of the jungle.

GO TO PANEL 1.

You set off towards the ruined temple. Soon you come to a rope bridge crossing a river. It looks very unsafe.

1

If you decide to cross the bridge, go to PANEL 23.
If you check to see how deep the river is first, go to PANEL 5.

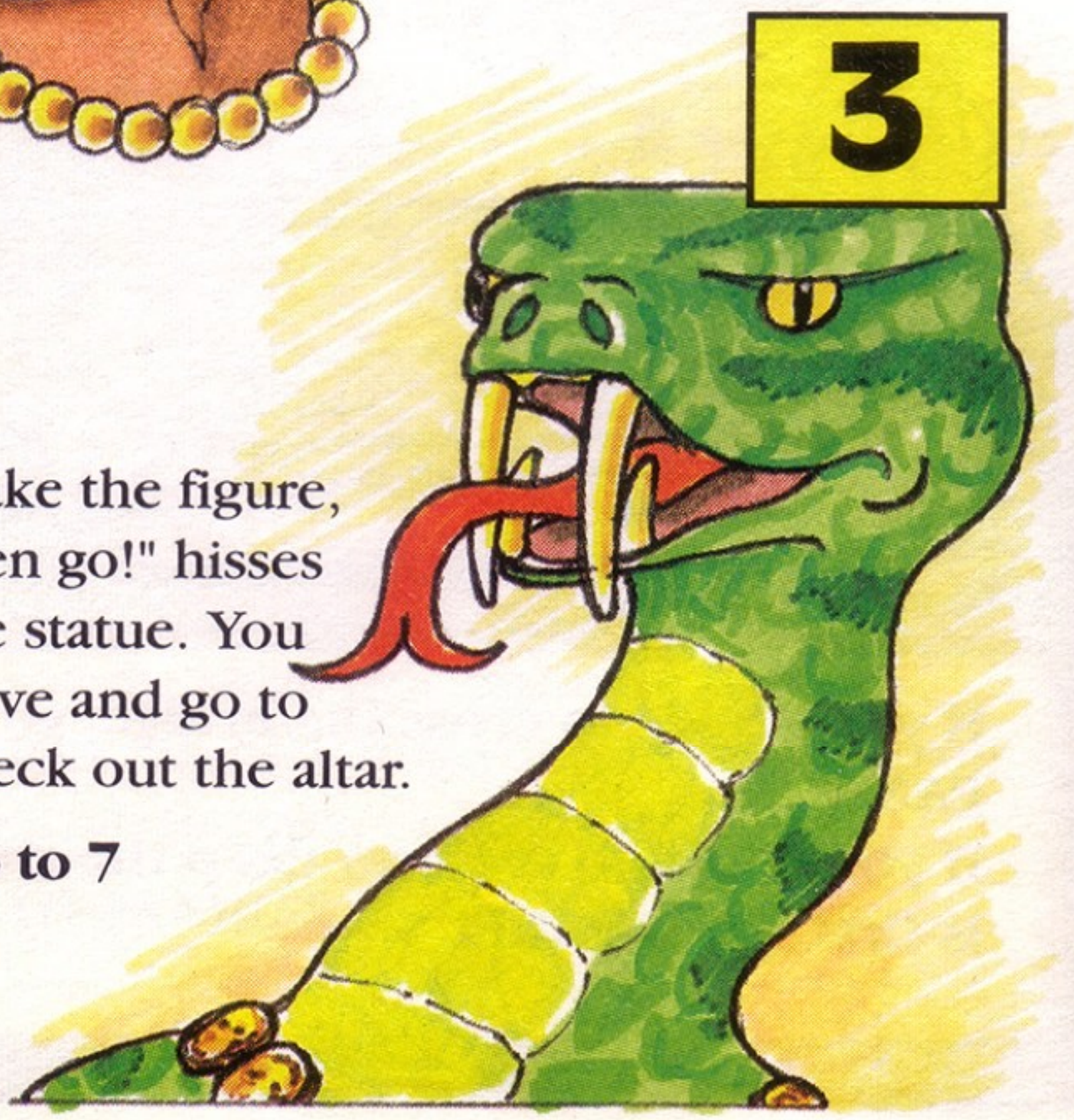


"The chief adviser to the Aztec ruler has always been called 'Snake Woman' although always a man," he says. "Do you now wish to ask my advice?" You ask him where the treasure is.

Go to 21

2

3



"Take the figure, then go!" hisses the statue. You leave and go to check out the altar.

Go to 7

4

You are half way across when there is a loud snap. The ropes have given way and you fall with a splash into the river. Luckily there is a floating log to hang on to.

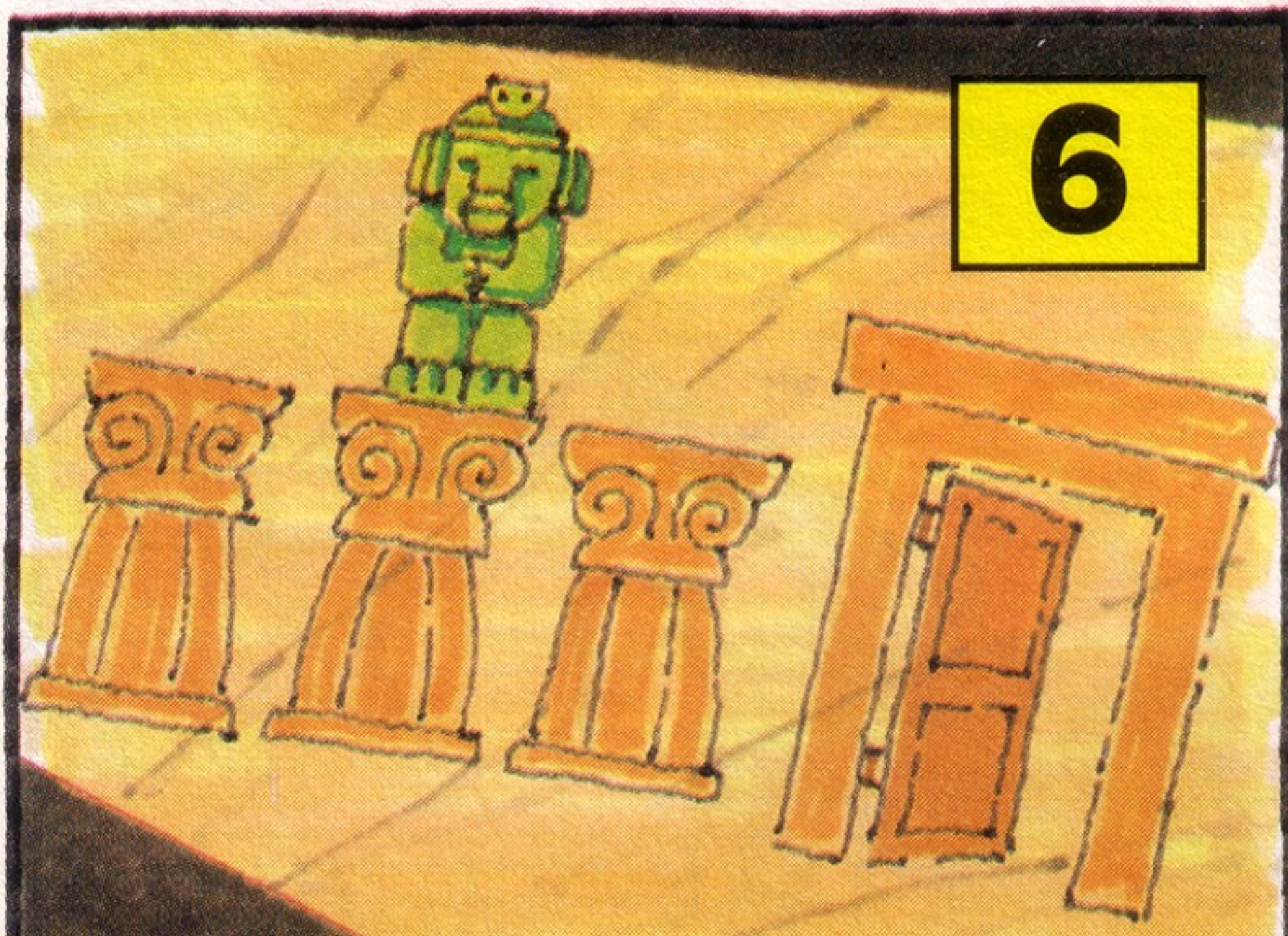
Go to 32.

5

You discover the river is not deep and you can wade across.

If you decide to do this, go to 9.
If you decide to use the bridge, go to 23.

6



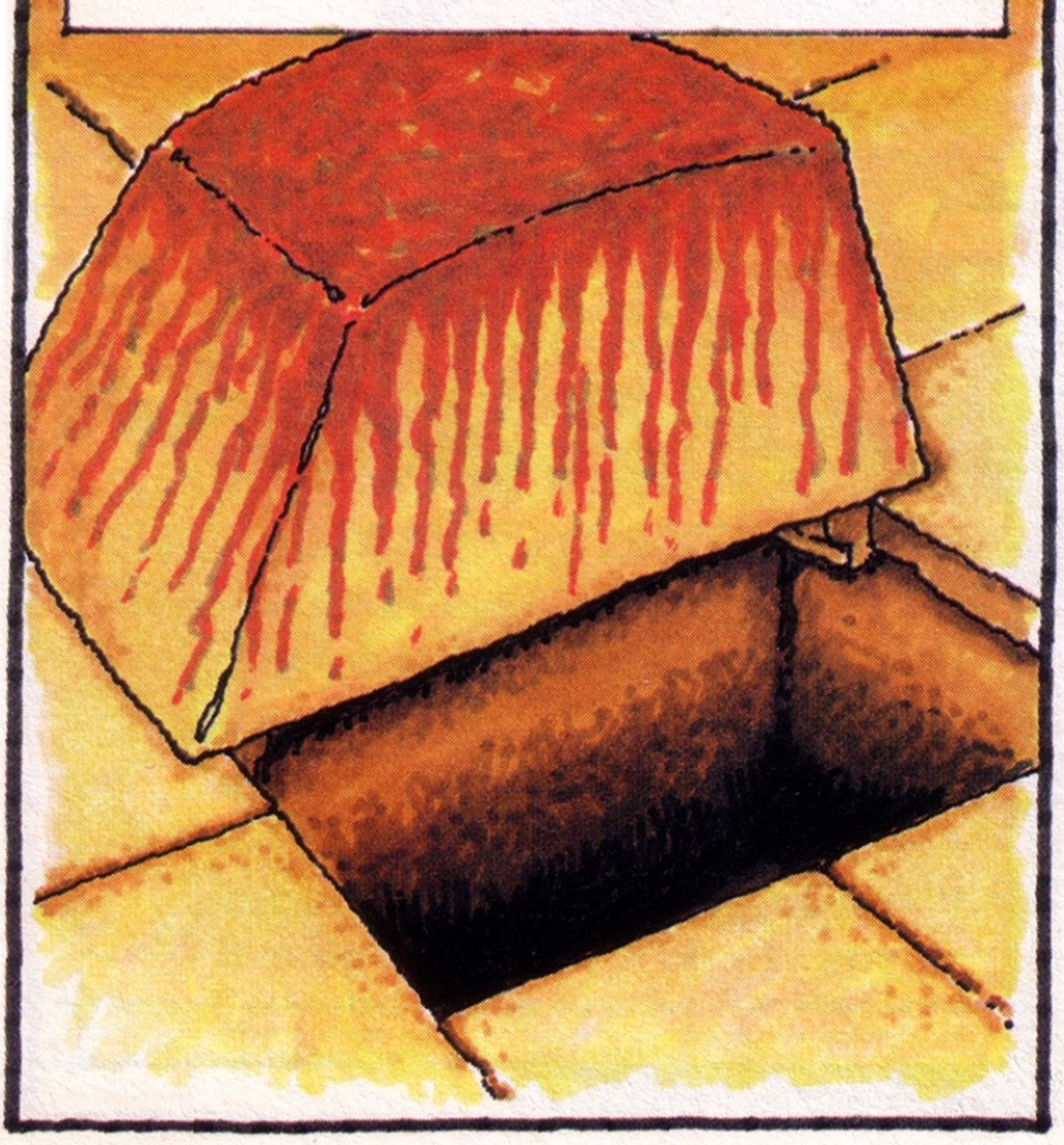
The torch lights your way down the stairs. On the walls you see some Aztec picture writing. Eventually the stairs come to an end and you enter a well lit chamber.

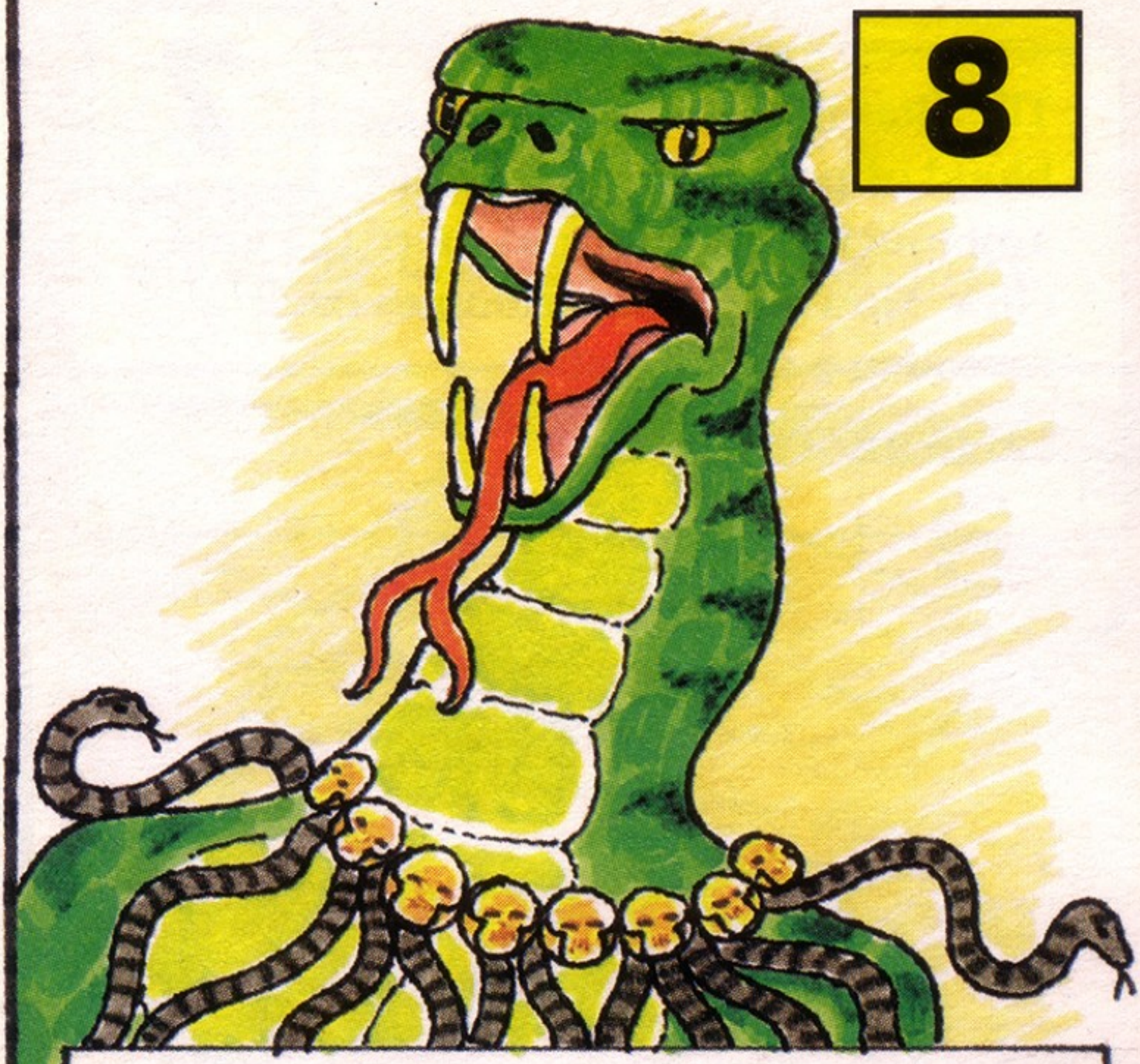
Go to 30.

7

The altar is stained with the blood of past human sacrifices. You touch the stone and there is a loud click. Slowly the altar rumbles back revealing a dark hole!

Go to 38.





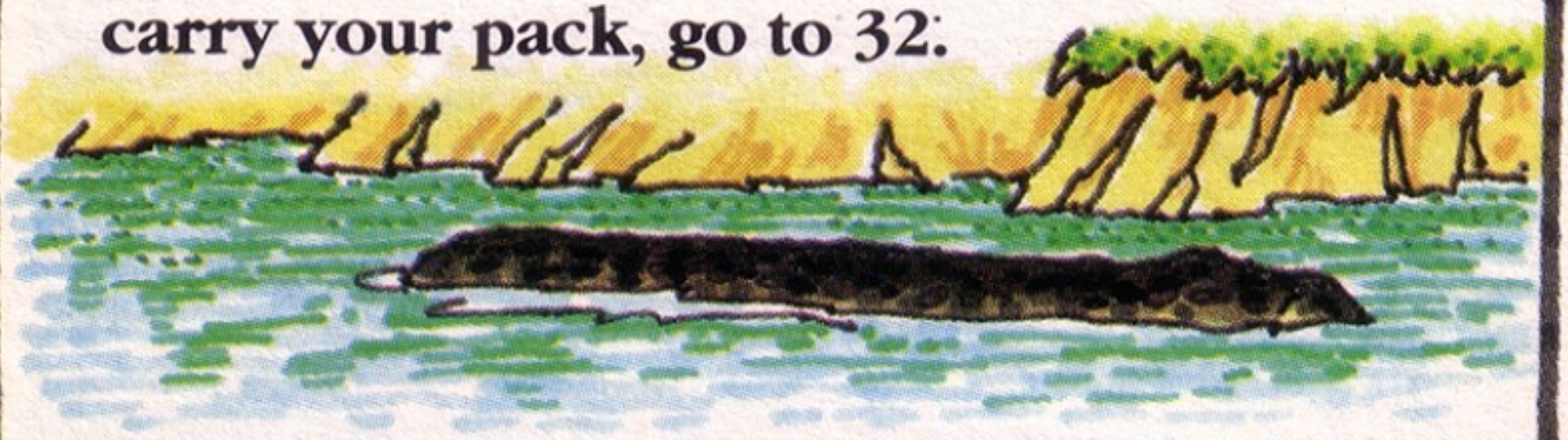
The statue of COATLICUE comes to life! "Who dares take the figure of the great god QUETZALCOATL?!" It hisses loudly.

If you say you are not taking it, but just comparing it to the matching statue that you have, go to 15.
If you do not have the other statue, all you can do is apologise, go to 3.

You wade out into the river.
You start to sink into the mud
because of your heavy pack.

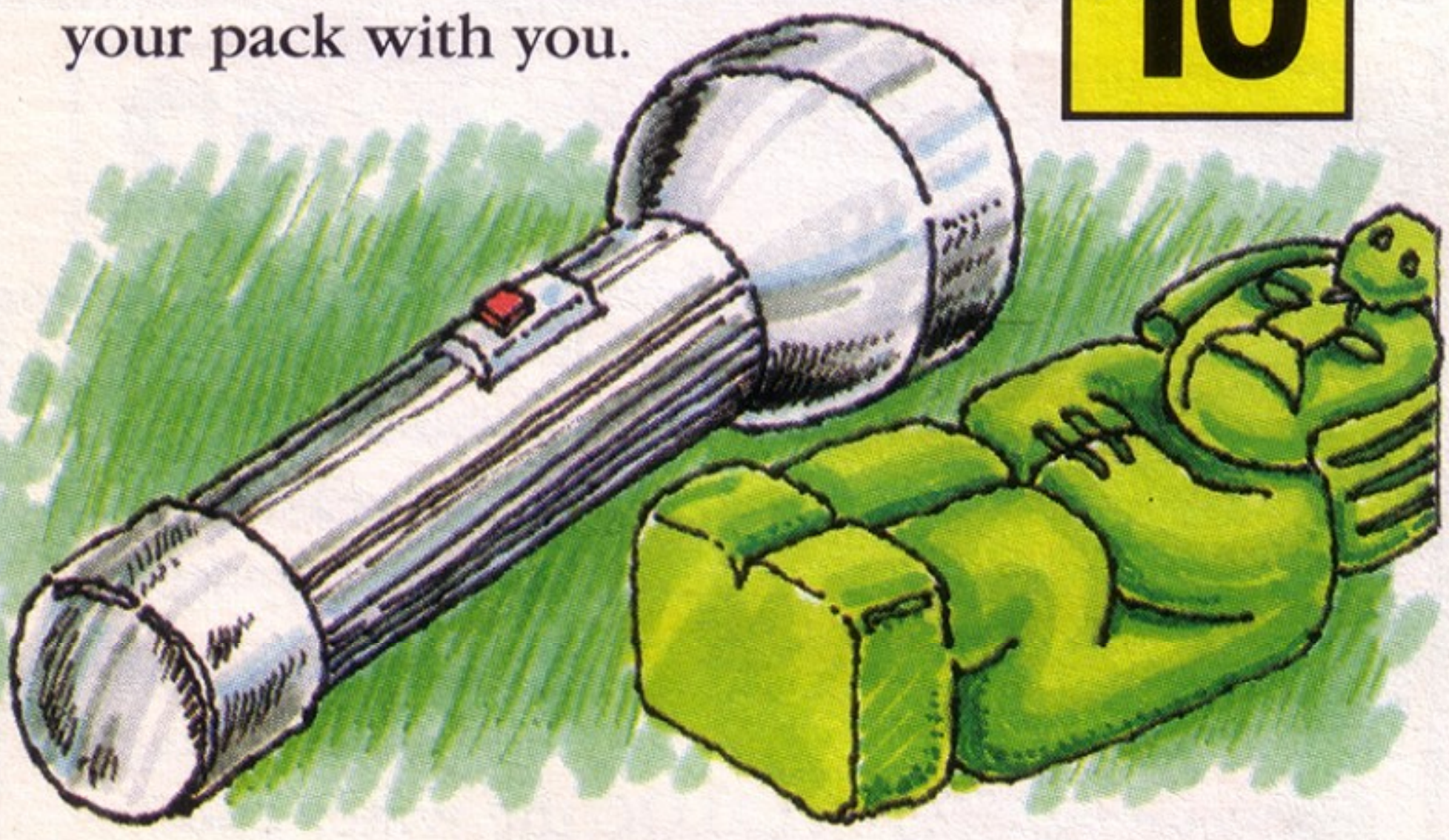
9

If you decide to leave it on the riverbank, go to 28.
If you decide to use the floating log to carry your pack, go to 32.



You decide to take one item from your pack with you.

10



Decide if you are going to take the torch or the jade statue before going to 29.

11

The conquistador sees the cross and puts his sword away. "A fellow Christian in a pagan land!" he cries. "How can I be of service to you?" You tell him you are looking for a way out of the chamber and he shows you a secret tunnel.

Go to 35.

12

You tell him the treasure is a golden skull. He pulls aside a wall hanging and shows you a secret passage. "The treasure is down this corridor," he says. "Take it, but do not take the sun disc of TLALOC the water god."

Go to 35.

You turn and are confronted by an Aztec priest! "The gods are good." he cries. "Here is another to be sacrificed to HUIZILOPOCHTI!"

You are to be a human sacrifice to the ancient Aztec sun god!

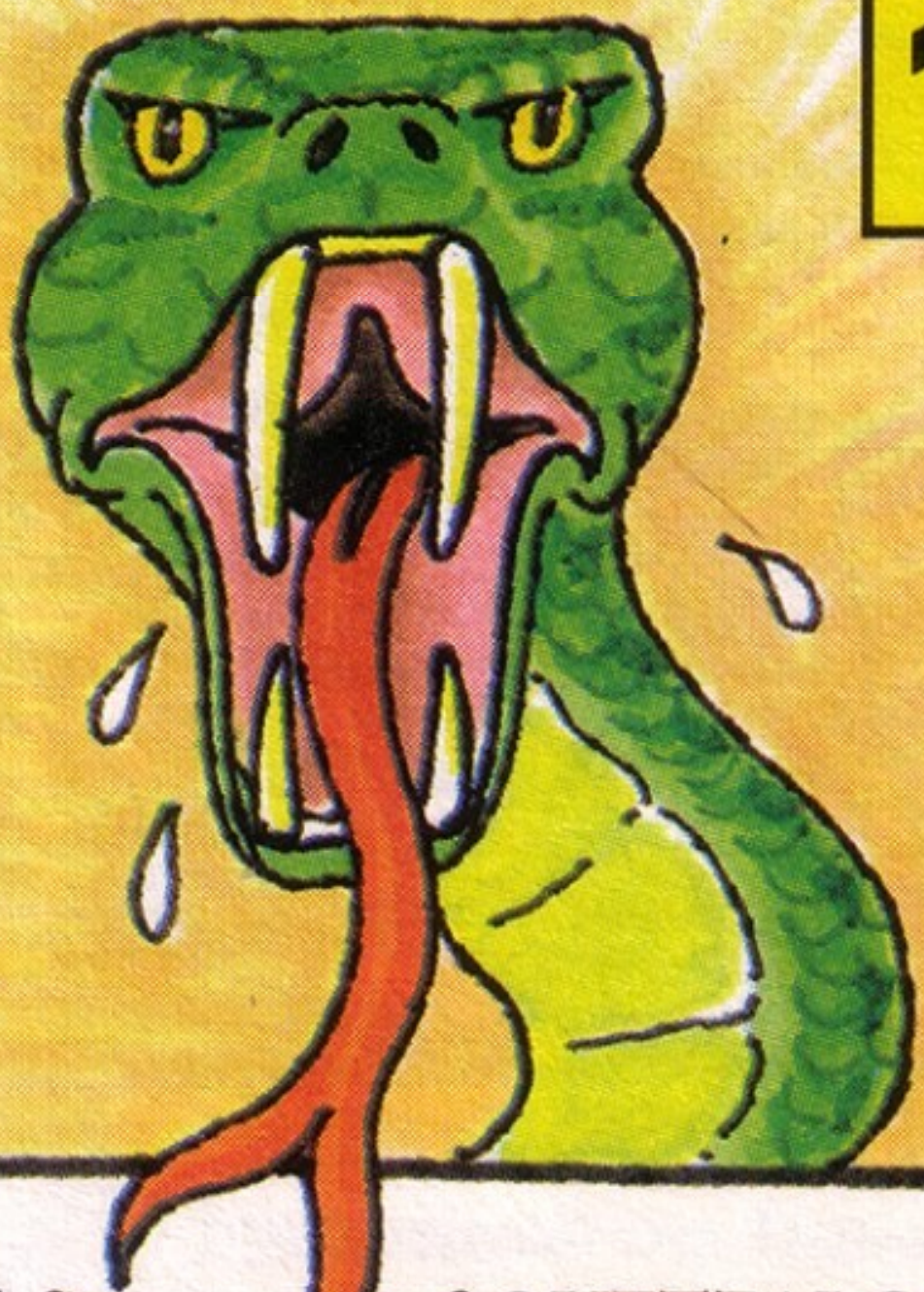
THE END

"Then I cannot help you," he says. You go back to the other chamber and look for another way out.

Go to 33.

14

15



"The second figure of QUETZALCOATL!" cries the statue. "It was stolen from me many years ago, and now you return to steal the other!? This time you shall not succeed!" The statue advances toward you, poison dripping from its fangs.

THE END

16

If you place the statue on the left hand plinth, go to 26.
If you place it on the centre plinth, go to 24.
If you place it on the right hand plinth, go to 34.

17

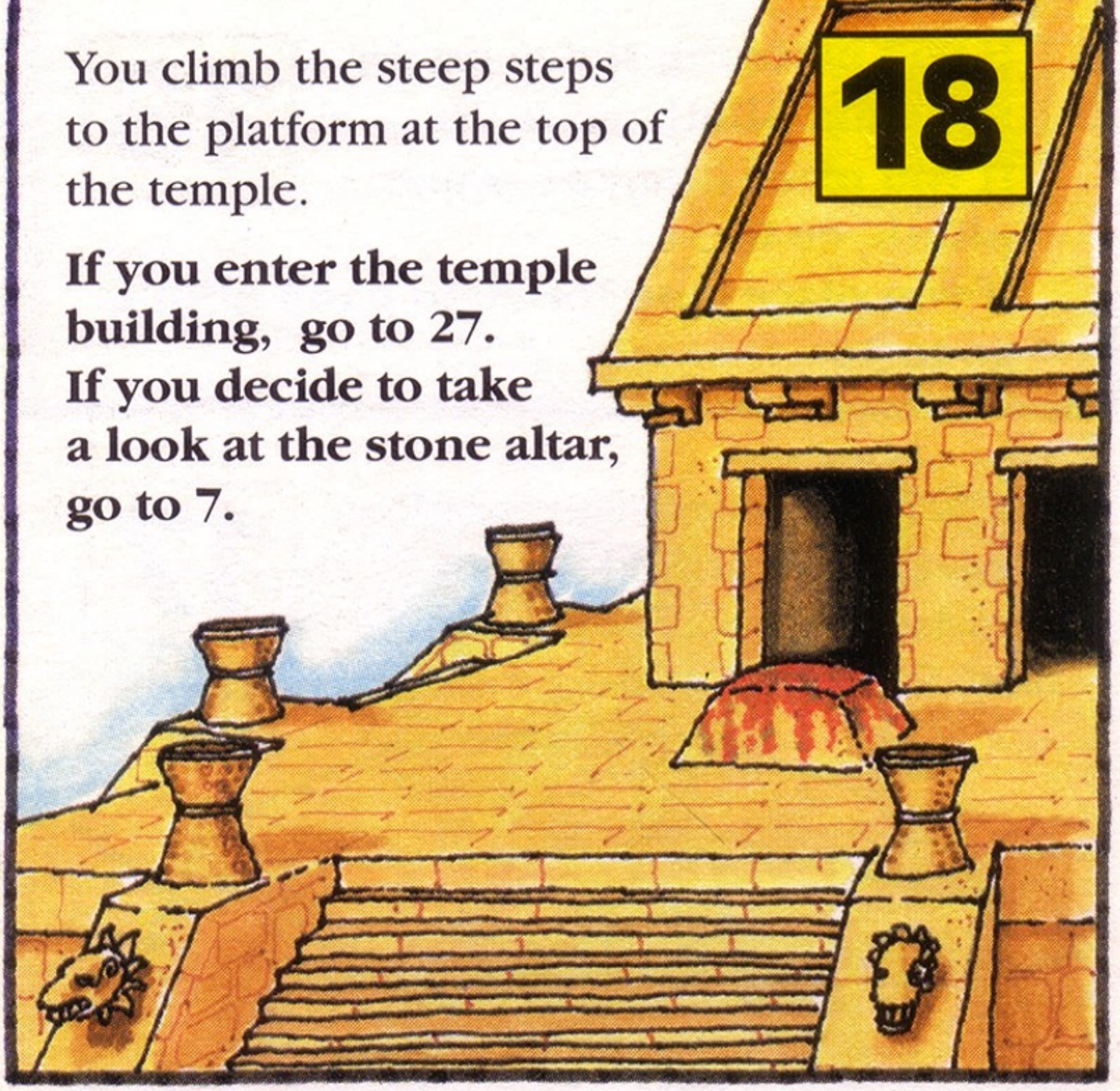
The altar is stained with the blood of past sacrifices, and to your surprise some of the stains look new! Suddenly you hear a noise behind you.

Go to 13.

18

You climb the steep steps to the platform at the top of the temple.

If you enter the temple building, go to 27.
If you decide to take a look at the stone altar, go to 7.



19

The carvings on the door show that to open it you must place a statuette on one of the three plinths. Do you have a statuette?

If you do, go to 16.
If you do not, you cannot open the door. You must look around for another exit, go to 33.

You grope your way down the stairs. Eventually you come down into a brightly lit chamber.

20

Go to 30.

21

"Do you know what the treasure of the lost temple is?" he asks.

If you say no, go to 14.
If you know what the treasure is, go to 12.

Next to the skull you see a disc wrought entirely of beaten gold!

22

If you take the skull, go to 39.
If you take the skull and the disc, go to 25.

If you decide to leave your heavy pack behind, go to 10.
If you decide to keep it, go to 4.

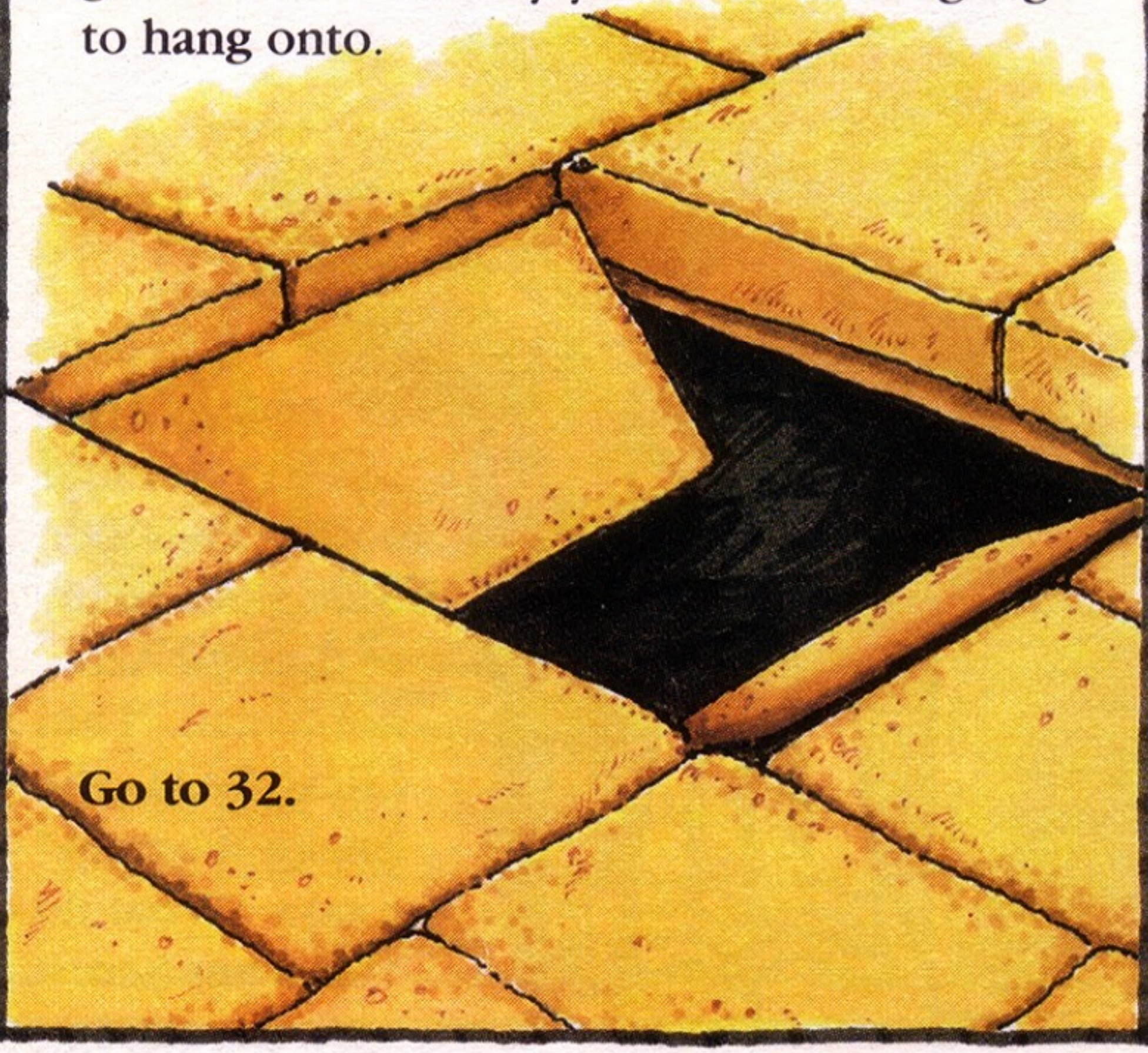
23

The door swings open and you enter another chamber. Inside sits a richly dressed Aztec nobleman. "I am CIUACOATL, the 'Snake Woman'," he says. "What do you want here?"

If you ask where the treasure is, go to 14.
If you ask him why he is called the 'Snake Woman', go to 2.

25

As you lift the heavy disc from the pedestal, a trap door opens under you and you are dropped into the deep lake of TLALOC, the Aztec god of water. Luckily you see a floating log to hang onto.



Go to 32.

26

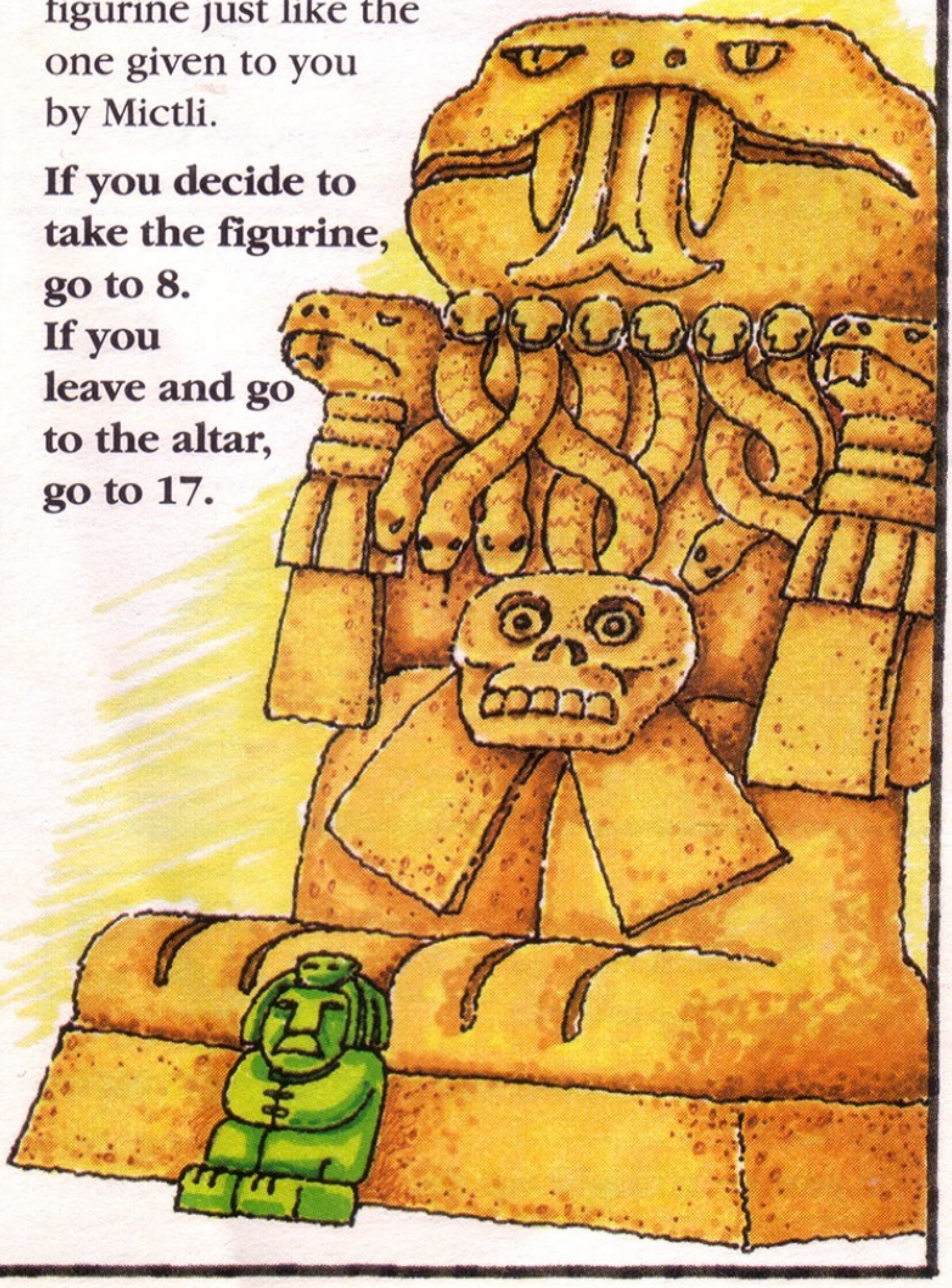
The door does not open.

Now try the centre plinth, go to 24.
Or the right hand plinth, go to 34.

27

Inside is a statue of COATLICUE, the Aztec earth goddess. In front of the statue stands a small jade figurine just like the one given to you by Mictli.

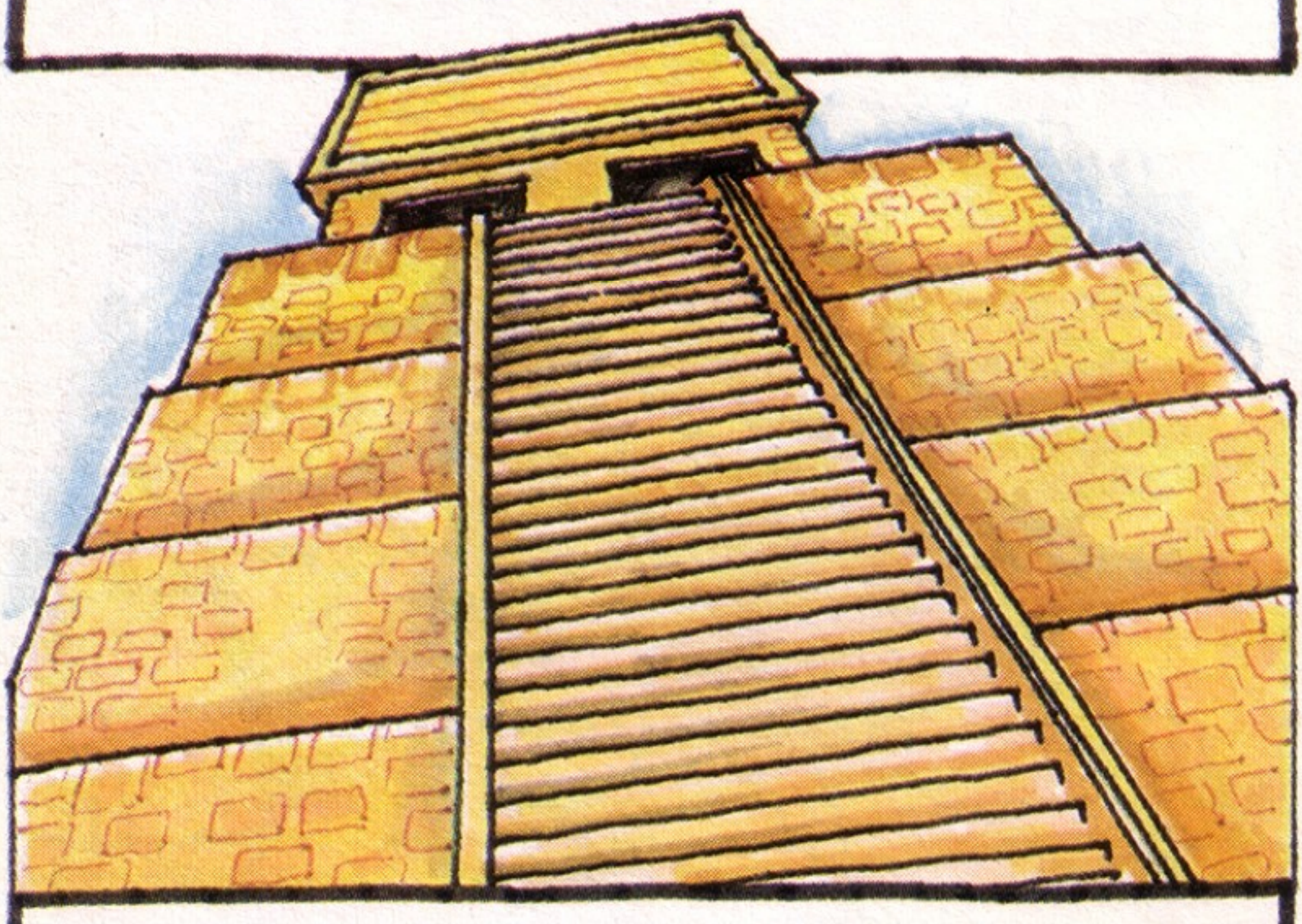
If you decide to take the figurine, go to 8.
If you leave and go to the altar, go to 17.



You wade across the river and climb the other bank. Before you is the great temple.

28

If you look around the base of the temple, go to 37.
If you go straight up the steps, go to 18.



The bridge sways and creaks, but you get safely across. Before you lies the great temple.

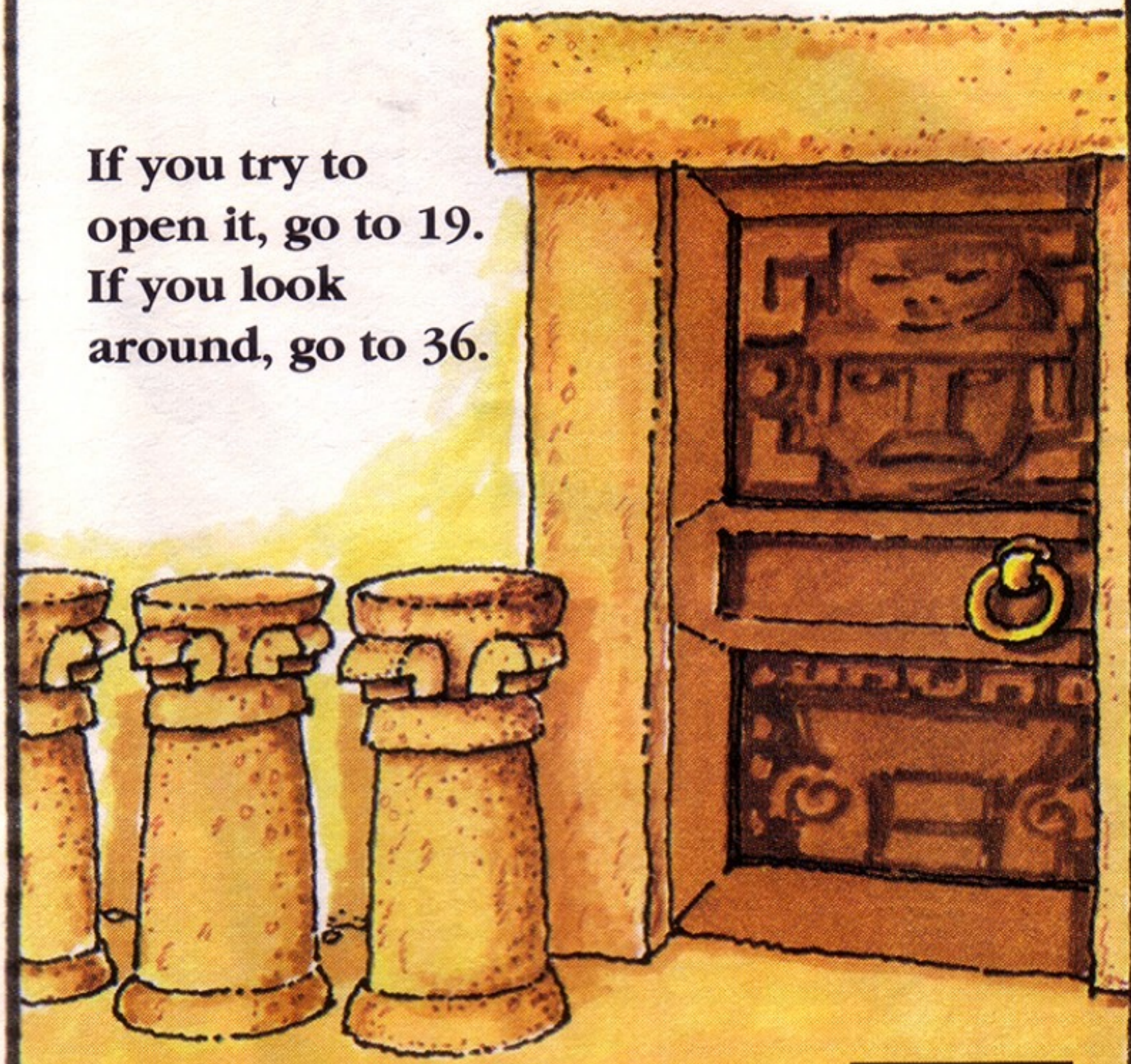
29

If you look around the base of the temple, go to 37.
If you go straight up the steps, go to 18.

30

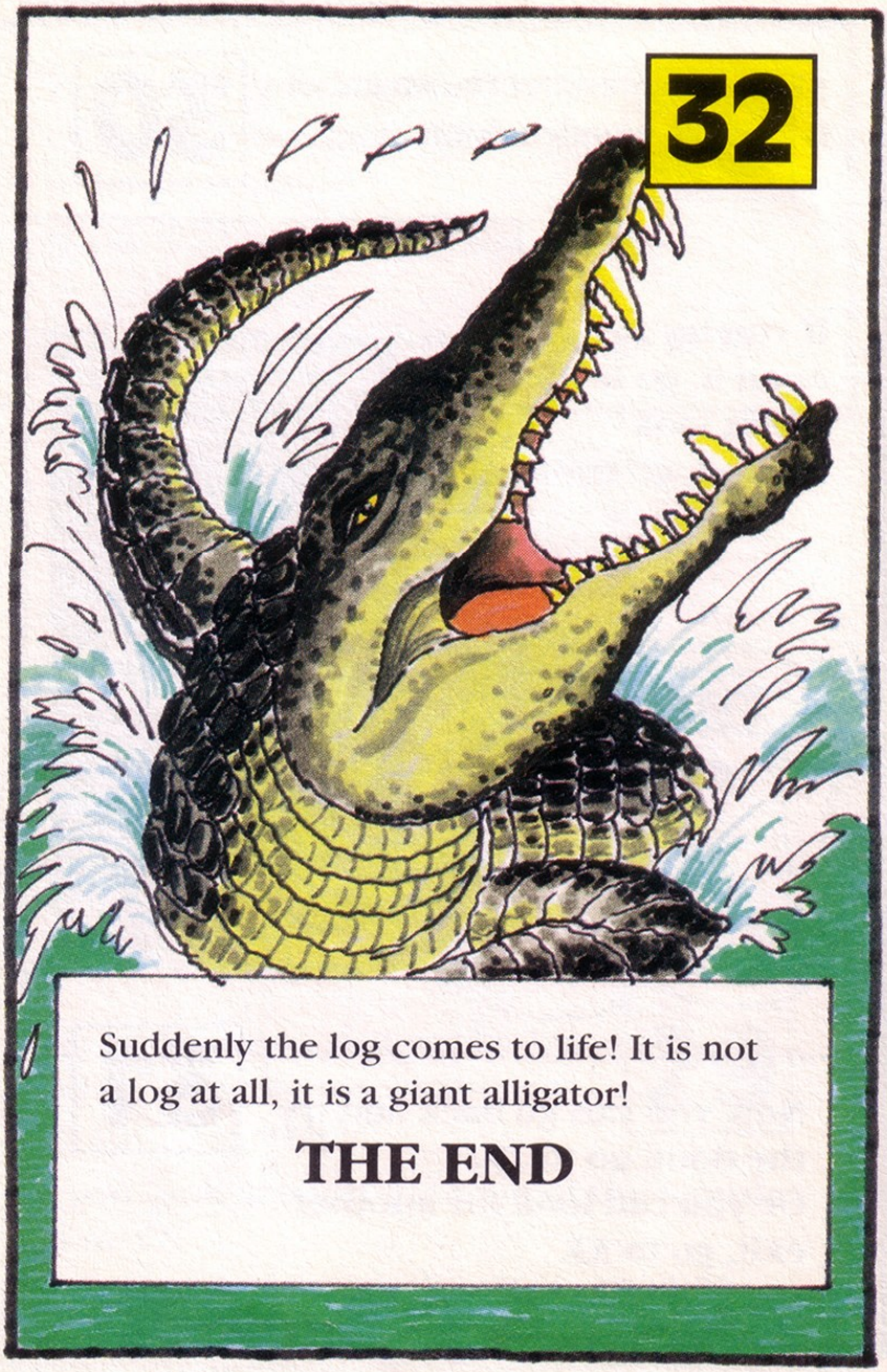
At the other end of the chamber is a heavy wooden door.

If you try to open it, go to 19.
If you look around, go to 36.



31

Now you can go back and try the door, go to 19.
Or you can look for another exit, go to 33.



Suddenly the log comes to life! It is not a log at all, it is a giant alligator!

THE END

You discover a dark tunnel and set off down it.

Go to 35.

33

34

The door swings open and out leaps a Spanish Conquistador! "Ha!" he cries, drawing his sword. "Another heathen idolater to feel the bite of my fine Spanish steel!"

If you have the cross, go to 11

If you do not, your adventure is over.

35

At the end of the tunnel is another chamber. On a stone pedestal in the centre of the room is a fabulous skull made of solid gold with eyes made of rubies and teeth of diamonds. You have discovered the treasure of the lost temple.

Go to 22

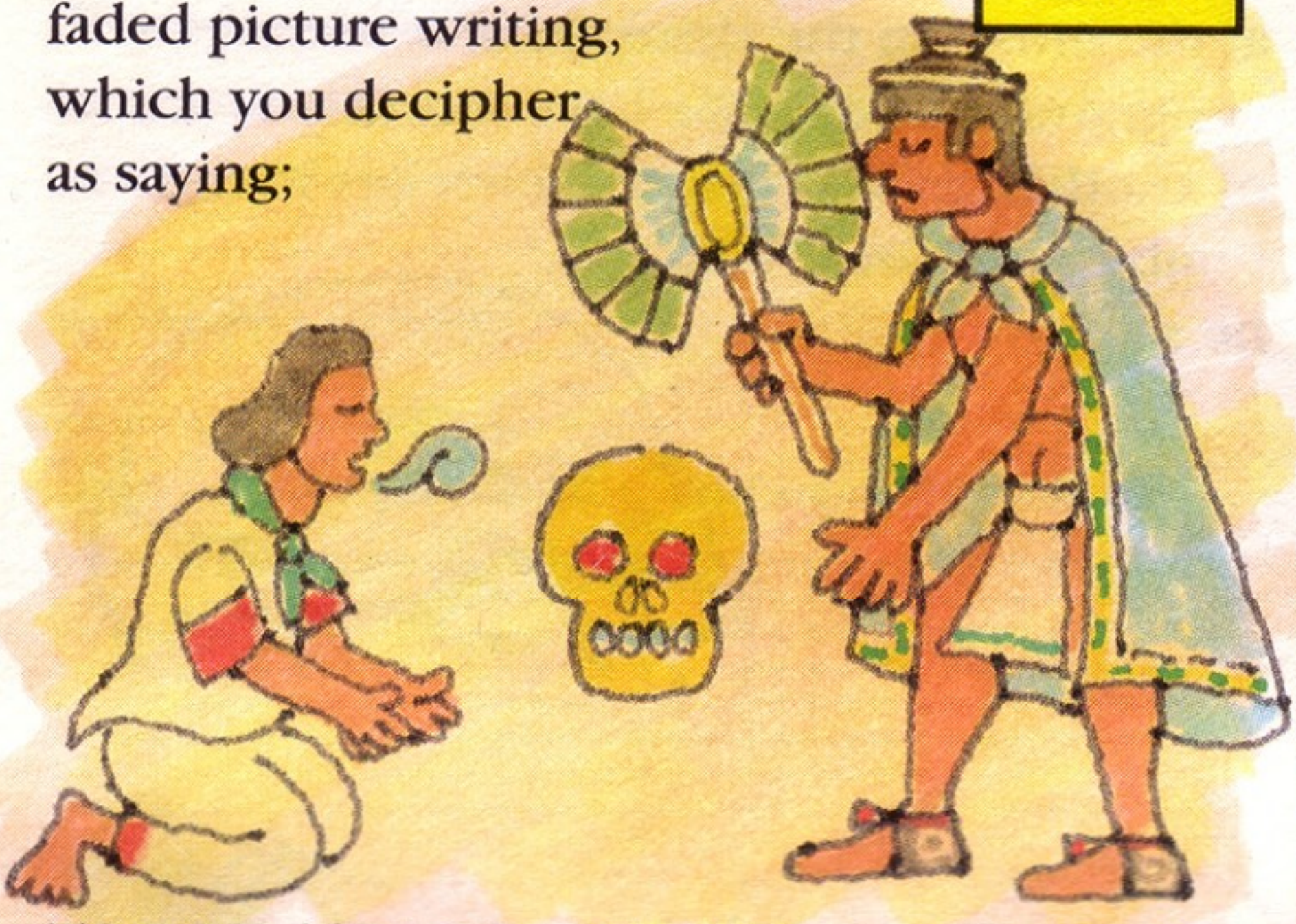
36

On the wall you see an ornately carved wooden cross.

If you take down the cross, go to 31.
If you continue to look around, go to 33.

37

There is no entrance, but around the base of the temple is some faded picture writing, which you decipher as saying;



TO FIND THE GOLDEN SKULL, ASK ADVICE OF THE 'SNAKE WOMAN'

Now you climb the temple steps, go to 18.

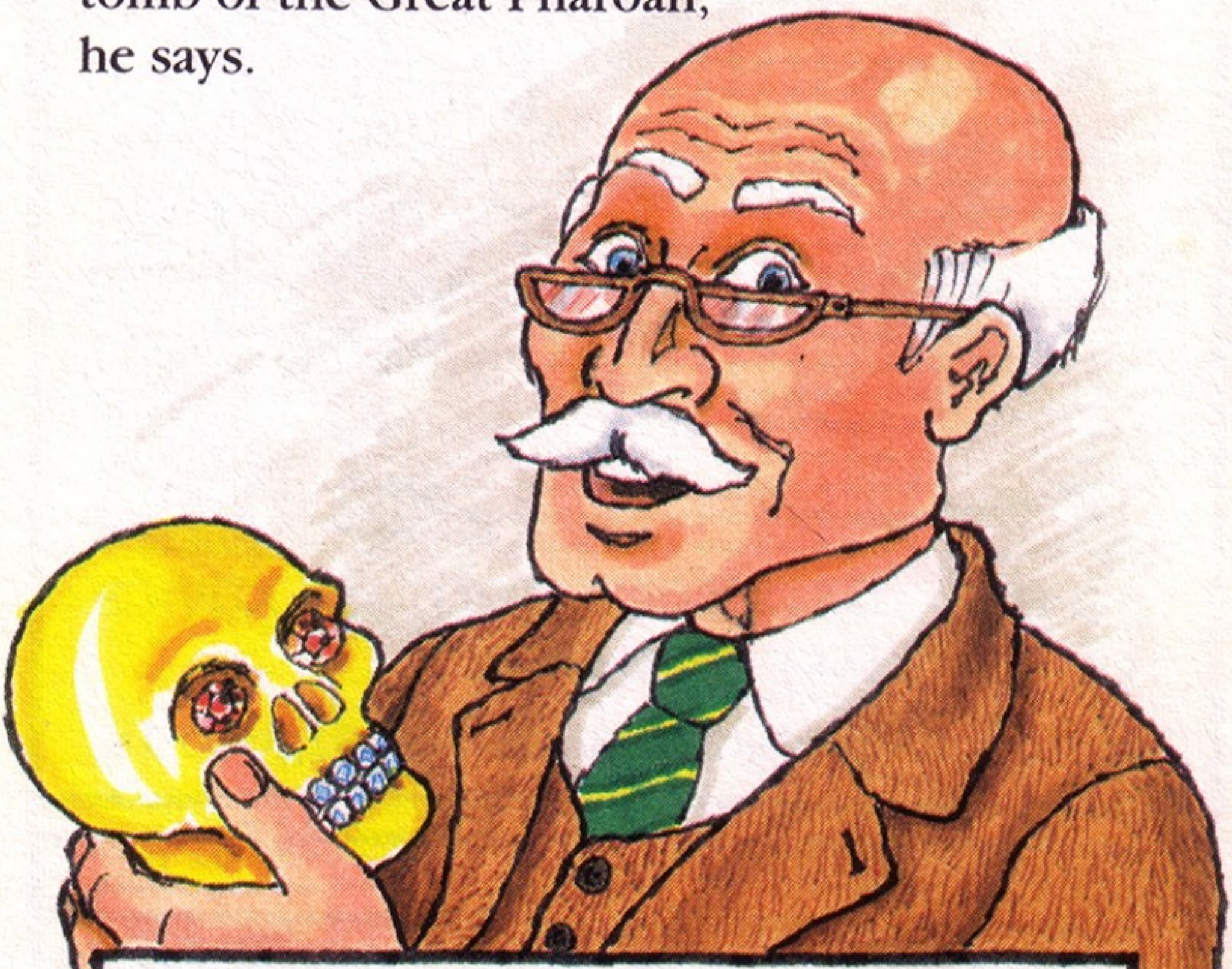
38

You peer down the hole and see some stone steps going down into the darkness. You decide to go down.

If you brought your torch turn it on and go to 6.
If you do not have the torch, go to 20.

Taking the heavy golden skull you leave the Aztec temple. Back at the museum the Head Curator congratulates you. "We have recently heard of another great treasure which lies in the tomb of the Great Pharoah," he says.

39



- Is this the start of another adventure for Mississippi Smith?

THE END

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